BUCKSPORT TOWN COUNCIL MEETING 7:00 P.M., THURSDAY, DECEMBER 9, 2010 TOWN COUNCIL CHAMBER-BUCKSPORT TOWN OFFICE

AGENDA

- 1. Call meeting to order
- 2. Roll call
- 3. Consider minutes of previous meetings
- 4. Receive correspondence and documents:
 - a. Treasurer's Warrants for November 2010
 - b. financial statements for the period ending 11-30-2010
 - c. municipal audit for the period 7-1-2009 to 6-30-2010
 - d. departmental reports
 - e. letter from FairPoint regarding broadband service
 - f. report from Millett Associates regarding Miles Lane Drainage
- 5. Hold public hearing regarding proposed ordinance entitled "Appendix N Property Assessed Clean Energy (PACE) Ordinance"
- 6. Close hearing and act on ordinance
- 7. Hold public hearing regarding proposed ordinance entitled "Appendix B Council Rules"
- 8. Close hearing and act on ordinance
- 9. Consider introducing ordinance entitled "Amendment to the Land Use Ordinance-Medical Marijuana Dispensaries"
- 10. Hold public hearing to accept comments whether the town council should find Wilson Hall a dangerous or a nuisance pursuant to 17M.R.S.A. 2851-2859 and have the building or nuisance condition removed
- 11. Consider Resolve #R-2011-62 referring changes to the Bucksport Town Code Chapter 2 Administration to the Ordinance Committee
- 12. Consider Resolve # R-2011-63 regarding request made by The Evangelical Baptist Church to install a sidewalk along the west side of Central Street at 10 and 16 Central Street
- 13. Consider Resolve #R-2011-64 establishing a Downtown TIF
- 14. Consider Resolve #R-2011-65 regarding enforcement of Maine Uniform Building Code
- 15. Consider Resolve #R-2011-66 authorizing expenditures from the Recreation Facility Reserve, Jewett School Reserve, Animal Shelter Reserve and Designated Fund Balance accounts
- 16. Consider Resolve #R-2011-67 authorizing expenditure from the Overlay Account to repair a painting
- 17. Consider issuing permits and licenses, if any
- 18. Town Manager's report
- 19. Discussion items
- 20. Adjournment